

ABSTRACT**AUTOSTEREOSCOPIC DISPLAY DRIVER**

5 A method of generating a plurality of images for display of a 3D scene from different viewpoints comprises generating a model of the scene using a homogenous coordinate system which uses first, second and third orthogonal axes and a homogeneity value. A first display image is obtained from a first viewpoint and one or more further display images are obtained by updating the
10 a coordinate value of the first display image using the displacement value and the homogeneity value. The use of the homogeneity value reduces the complexity of the calculations required to obtain the further images by post processing.

15 [Fig 5]